

CLAIMS

- Sub. B1 >
1. A game machine comprising:
- an optical disk in which is included synchronization data
5 for synchronizing with at least one of sound data and image data,
within at least one of the sound data and image data;
- reproduction means for reproducing at least one of a sound
and an image, based on at least one of the sound data and the
image data accessed from the optical disk; and
- 10 processing means for executing given processing in
synchronization with at least one of sounds and images to be
reproduced by reproduction means, based on synchronization data
accessed from the optical disk.
- 15 2. The game machine as defined in claim 1,
wherein at least one item of the synchronization data is
included within a range of data that is capable of being accessed
simultaneously.
- 20 3. The game machine as defined in claim 1,
wherein the synchronization data comprises data
indicating at least one of elapsed time since reproduction start
during normal reproduction and elapsed time from a
predetermined position.
- 25 4. The game machine as defined in claim 2,
wherein the synchronization data comprises data

indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.

5 5. The game machine as defined in claim 1, further comprising a display section for displaying a game image,

wherein the processing means performs image generation processing on a game image to be displayed on the display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

6. The game machine as defined in claim 4, further comprising a display section for displaying a game image,

15 wherein the processing means performs image generation processing on a game image to be displayed on the display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

20 7. The game machine as defined in claim 1, further comprising a game controller for inputting an operation by a player,

wherein the processing means performs processing for output to the controller, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

8. The game machine as defined in claim 4, further comprising a game controller for inputting an operation by a player,

wherein the processing means performs processing for output to the controller, in synchronization with at least one
5 of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

9. The game machine as defined in claim 1, further comprising at least one of a player platform on which a player rides and
10 a seat on which a player sits,

wherein the processing means performs processing for output to at least one of the player platform and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization
15 data of the optical disk.

10. The game machine as defined in claim 4, further comprising at least one of a player platform on which a player rides and a seat on which a player sits,

20 wherein the processing means performs processing for output to at least one of the player platform and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.

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11. The game machine as defined in claim 1, further comprising an optical signal output section,

wherein the processing means performs processing for
output an optical signal to the optical signal output section,
in synchronization with at least one of a sound and an image
reproduced by the reproduction means, based on synchronization
5 data of the optical disk.

12. The game machine as defined in claim 4, further comprising
an optical signal output section,

wherein the processing means performs processing for
10 output an optical signal to the optical signal output section,
in synchronization with at least one of a sound and an image
reproduced by the reproduction means, based on synchronization
data of the optical disk.

13. An optical disk that is readable by a game machine, the
15 optical disk storing at least one of sound data and image data
comprising synchronization data as defined in claim 1.

14. An optical disk that is readable by a game machine, the
20 optical disk storing at least one of sound data and image data
comprising synchronization data as defined in claim 2.

15. An optical disk that is readable by a game machine, the
optical disk storing at least one of sound data and image data
25 comprising synchronization data as defined in claim 3.

16. An information storage medium for reading data from an

optical disk in which is included synchronization data for
synchronizing with at least one of sound data and image data,
within at least one of the sound data and image data, and
performing given processing, the information storage medium
5 comprising:

information for reproducing at least one of a sound and
an image, based on at least one of the sound data and the image
data accessed from the optical disk; and

10 information for executing given processing in
synchronization with at least one of sounds and images to be
reproduced by reproduction means, based on synchronization data
accessed from the optical disk.

17. The information storage medium as defined in claim 16,
15 wherein at least one item of the synchronization data is
included within a range of data that is capable of being accessed
simultaneously.

18. The information storage medium as defined in claim 16,
20 wherein the synchronization data comprises data
indicating at least one of elapsed time since reproduction start
during normal reproduction and elapsed time from a
predetermined position.

25 19. A musical tone reproduction device comprising:
an optical disk in which is included synchronization data
for synchronizing with sound data, within the sound data;

image data storage means in which is included image data;
reproduction means for reproducing a tune, based on the
sound data accessed from the optical disk; and

image reproduction means for synchronizing with the tune
5 to be reproduced, based on the synchronization data accessed
from the optical disk, and for performing reproduction
processing on an image that is stored in the image data storage
means.

10 20. The musical tone reproduction device as defined in claim
19,

wherein at least one item of the synchronization data is
included within a range of data that is capable of being accessed
simultaneously.

15 21. The musical tone reproduction device as defined in claim
19,

wherein the synchronization data comprises data
indicating at least one of elapsed time since reproduction start
20 during normal reproduction and elapsed time from a
predetermined position.

22. An information storage medium for reading data from an
optical disk in which is comprised synchronization data for
25 synchronizing with sound data, within the sound data, and
performing given processing, the information storage medium
comprising:

information for reproducing a tune, based on the sound data accessed from the optical disk; and

information for synchronizing with a tune to be reproduced by the reproduction means, based on the synchronization data
5 accessed from the optical disk, and performing image reproduction processing.

23. The information storage medium as defined in claim 22,
10 wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.

24. The information storage medium as defined in claim 22,
15 wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.